Krazy Kreatures
INSTRUCTION MANUAL

Thank you **for purchasing KRAZY KREATURES, another exciting video game from American Video Entertainment, Inc. Our seal of quality guarantees challenging, affordably priced software for play on the Nintendo Entertainment System.**

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HERE THEY COME

And there they go. Creatures from all over the universe are overrunning the screen, and they just keep coming. You gotta line 'em up to move 'em out, and hope you can keep 'em moving out faster then they come in, 'cause if the room fills, that's it. The entire system shuts down.

It's so easy. Just pick 'em up, move 'em and put 'em down, three, four or more in row, and watch the entire klump of kritters transport away.

When the foot starts tapping you're running out of time. You have only a few more seconds to clear out as many clumps of kritters as you can. So go for the BIG bonus points.

Now you are warmed up and ready for the next round. Here they come, but there are more of 'em, and they're flying at you faster. Dogs, cats, chatter teeth, and wait a minute, Pink Elephants? You're not imagining this, they really are there!

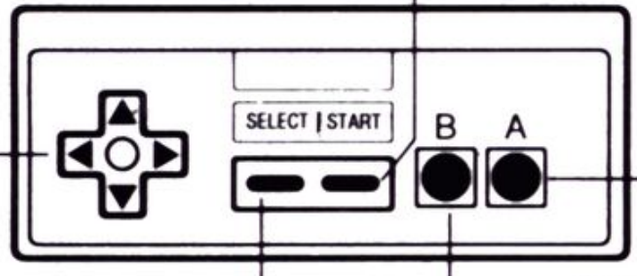
GETTING STARTED

1. Make sure the power switch on your console deck is turned off.
2. Insert KRAZY KREATURES game cartridge label side up.
3. Turn on the power.

USING THE CONTROLLER

START: To begin a new game or PAUSE a game in progress.

CONTROL PAD: Use the CONTROLLER PAD to move your Transporter around the screen.



A Button: Push once to pick up a KREATURE. Push again to set them down. Remember you can't set one Kreature on top of another.

SELECT: Hold down when PAUSED and you will be able to adjust the screen position left or right with the CONTROL PAD.

B Button: Hold down to increse the speed of incoming KREATURES.

THE KREATURES

CAT

DOGGY

ELEPHANT

SNAIL

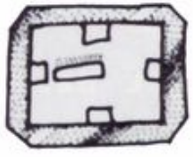
COBRA

ANIMALS need to be 3 or more in a row.

CHATTERTEETH

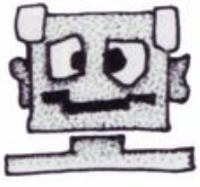
SPHERES

BOOK



ATOMIC CLOCK

THINGS need 4 or more in a row.



LARRYFACE

SPINNER

HIPHOP

MARTIAN

HUMANOINDS need at least 5 in a row.

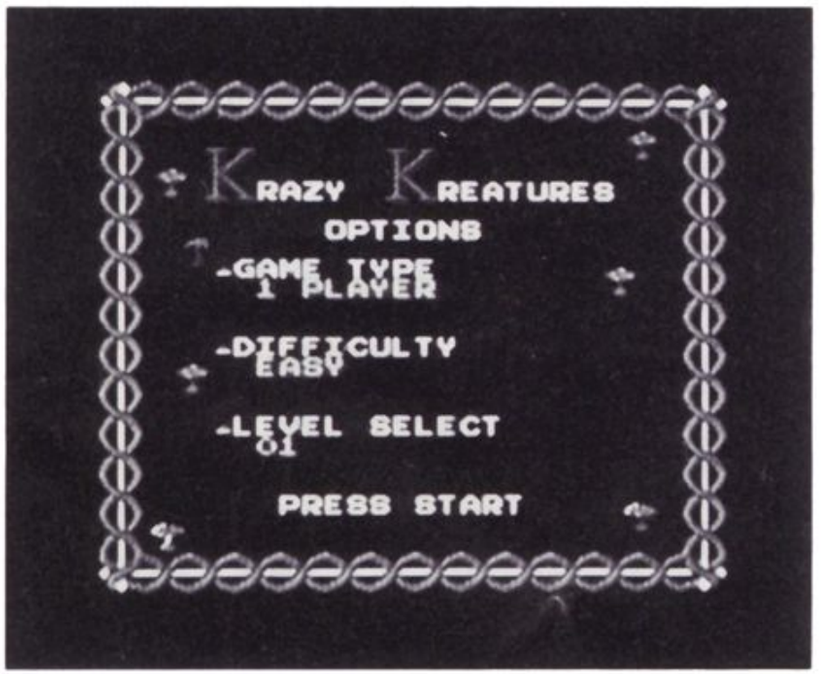
FISHFACE

FROGGO

GLOWSKULL

MONSTERS need 6 or more.

THE GAME

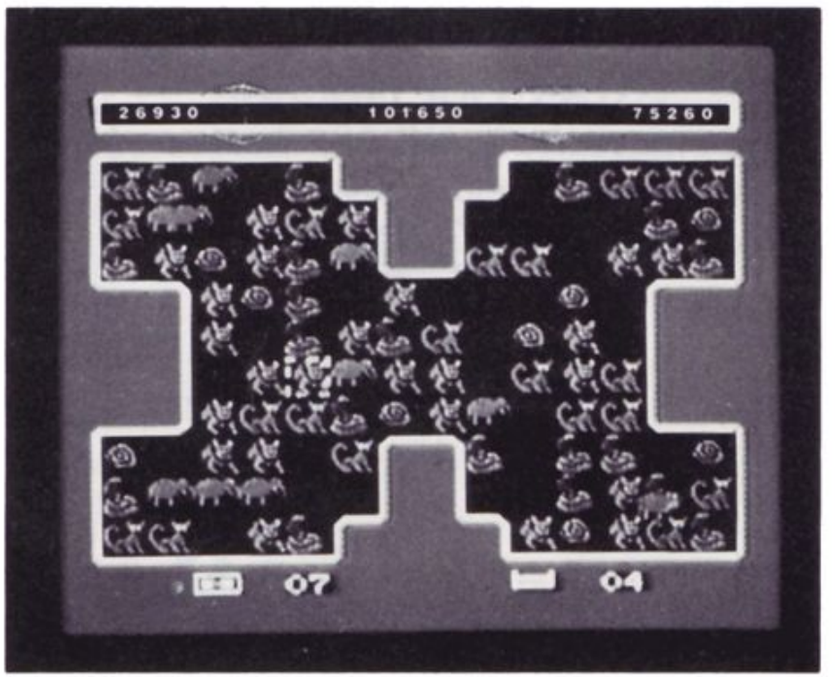


KRAZY KREATURES allows single, double, cooperative and double competive Game Types.

Diffculty and level may be selected from the options screen.

At the top of the main game screen the players scores are displayed. The center score is a combined total score of both players.

When the foot starts tapping your time is almost up.



Timer Level Number

SCORING

Three in a row is worth 10 points per KREATURE for a total of 30 points, four in a row is 20 per KREATURE, five in a row is 30, and so on up to a maximum of 80 points per KREATURE for eleven in a row. **Bonus points for intersecting rows**. 200 points for two rows, 300 points for 3 intersecting rows, and 400 points for 4 rows completed at the same time.

EXTRA END OF WAVE POINTS From 20 to 80 for each empty square and a special added bonus of 500 points for clearing all the KREATURES in the level.

HINTS

Secret Move #1, put the Transporter on top of completed groups and hit the A Button twice.

Set up long rows with gaps and let the KREATURES fall in place at random. Then use Secret Move #1 to score big points and clear the screen quickly.

Question marks will transport everthing around them, they are very helpful in the higher levels.

Compliance with FCC Regulations.

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This Booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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How many video games do you own? _____

How many of them are American Video Entertainment games? _____

Please rate the following aspects of the game (10 = excellent, 1 = poor):

Playability:	10 9 8 7 6 5 4 3 2 1	*Action:*	10 9 8 7 6 5 4 3 2 1
Graphics:	10 9 8 7 6 5 4 3 2 1	*Overall Rating:*	10 9 8 7 6 5 4 3 2 1

Where did you hear about this particular game?

☐ In a store ☐ From a friend ☐ An advertisement ☐ Press review ☐ Other: _____

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Programmed and designed by Franz Lanzinger and Dave O'Riva.
Special thanks to Steve Woita, Susan Lanzinger and Richard Frick.
Manual by Phil Mikkelson and Franz Lanzinger.

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